WHY THIS CONFERENCE?

- **Are you a PhD student or a young researcher?**
- **Have you carried out research on Global Software Development?**
- **Are you tired of looking for experts who can help you with your research?**
- **Do you need to get in touch with survey respondents?**

This is your conference: Come to ICGSE!

During the tenth edition, a new activity called the PhD Student hour will take place. This will allow PhD students not only to perform surveys, interviews or case studies, but also to ask the different experts who are attending the conference for feedback or advice. "Future researchers" can therefore learn from their seniors, thus fostering an exchange of knowledge and collaboration. PhD students will have a time slot for this. If you are interested in being part of this new experience with which to obtain feedback, let us know it by sending an e-mail to icgse2015@gmail.com with the subject "*Student hour contribution*".

Finally, don't miss the chance to send your research to the Doctoral Symposium, which will once again be organized during ICGSE. Check out all the information at this link: http://bit.ly/1yc687L.

ICGSE 2015

GLOBAL SOFTWARE ENGINEERING
Solutions for distributed product development and maintenance

The 10th IEEE International Conference on Global Software Engineering (ICGSE) brings together researchers and practitioners to share their experiences in improving collaboration of globally distributed teams. The ICGSE 2015 organizing committee invites academic, students and industrial communities to contribute to this flagship conference in global software and IT. We are looking for stimulus and solutions how the various challenges can be mitigated and resolved at particular stages of the software life cycle, such as analysis, design, testing, etc. Some of the topics of interest therefore include but are not restricted to:

- Project management of distributed software projects.
- Software design and architecture for distributed development.
- Agile and lean development in distributed teams and organizations.
- Software testing in a globally distributed environment.
- Communication, coordination and control.
- Strategic issues in distributed development.
- Managing and working with globally distributed suppliers and contractors.
- Industrial offshoring and outsourcing experiences.
- Tools and infrastructure support for distributed teams.
- Cloud computing and crowdsourcing.
- Methods and processes for global organizations.
- Education in global software engineering.

PRICES FOR STUDENTS
Conference Advance Registration
- Student IEEE member fee: 352 USD
- Student non-member fee: 640 USD

Late/On Site Registration
- Student IEEE member fee: 440 USD
- Student non-member fee: 800 USD

Hotel Fares
(Price per night)
- Single room: 36 USD
- Double room: 42USD

Check availability at: http://www.hotelalmanzor.es/